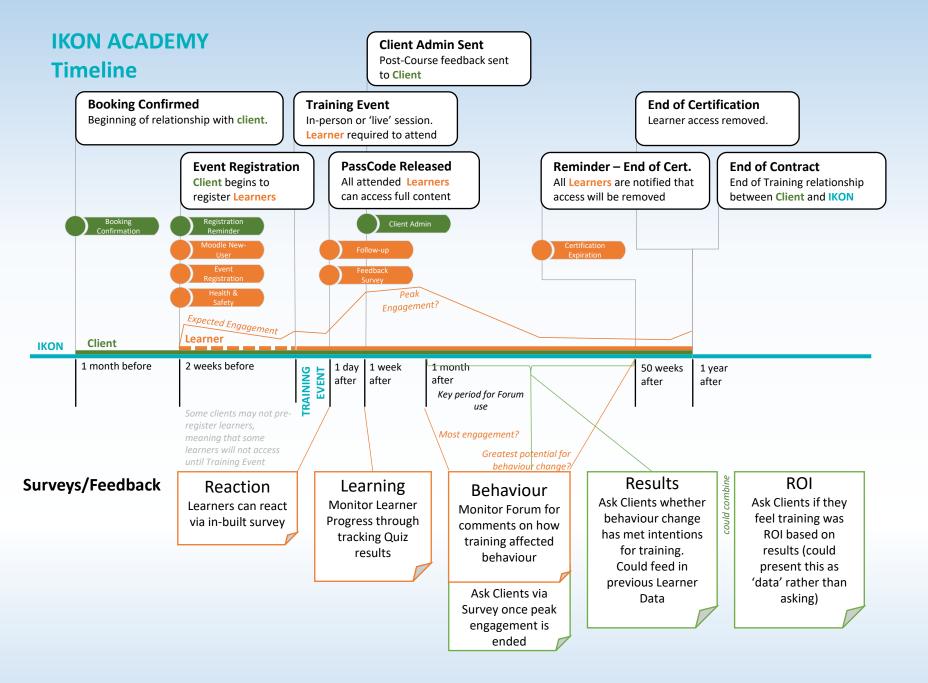
## Integration into Evaluation

### Empowering eLearning Plan –

- 1. Progressing from in-house testing,
- 2. Through beta-testing (soft launch),
- 3. To full Go-live ASAPossible.

# Kirkpatrick Phillips ROI Methodology





# Outcomes – Surveys Ongoing

#### Track (within moodle)

#### Continually

- •Course Completion Badges awarded vs Attendances
- Quiz scores
- Time spent on resources
- Forum posts (for impact on behaviour)

#### **Survey - Learners**

#### **Built-in survey**

- •Reaction (impressions, stars and recommend) and learn
- Learning (knowledge transfer)
- 4-5 weeks (Survey Monkey?)
- •Behaviour (impact on individual learners behaviour)

#### **Survey - Client**

- 6 weeks (Survey Monkey?)
- •Changes in behaviour affecting results
- •Could lead to Report on increased ROI

### Beta Testing – Instance Surveys



### Learner

Teams call – 1 week after event

- Platform technicalities/errors/navigation etc.
- Theoretical impact on learning

Survey - 2 weeks after event

- Platform technicalities/errors/navigation etc.
- Reactions/first impressions
- 10 Questions, mostly closed



### Client

3/4 Weeks after event

- Impact on learners
- Inferred value of continuous learning
- 10 questions, mostly closed

Teams call – Similar timeframe

 Qualitative elements (quotes and testimonials).

## User Tracking

Tracked 6 users

Total access times

Average for user

Overall Average time

Varied length of access times
From 11 minutes to 8 hours!

Repeated re-visits

Trainers refreshing their skills?

Tim		
Start Time	End Time	Time
23/02/2024 15:20	23/02/2024 14:34	45 minutes 53 seconds
07/02/2024 09:26	07/02/2024 09:15	10 minutes 29 seconds
02/02/2024 16:13	02/02/2024 15:30	43 minutes 10 seconds
01/02/2024 17:19	01/02/2024 14:09	3 hours 9 minutes 27 seconds
	Total	4 hours, 48 minutes, 59 seconds
	Average Time	1 hour, 12 minutes, 14 seconds
Phil		
Start Time	End Time	Time
21/02/24, 16:16:42	21/02/24, 16:43:55	27 minutes, and 13 seconds
20/02/24, 17:25:06	20/02/24, 16:46:10	38 minutes, and 56 seconds.
	Total	1 hour 6 minutes 9 seconds
Aflie		
Start Time	End Time	Time
30/01/2024 17:48	30/01/2024 17:37	11 minutes
	Total	11 minutes
Nick		
Start Time	End Time	Time
07/02/2024 15:56	07/02/2024 15:51	5 minutes 3 seconds
06/02/2024 09:13	06/02/2024 08:54	18 minutes 37 seconds
03/02/2024 11:07	03/02/2024 11:01	5 minutes 58 seconds
01/02/2024 14:55	01/02/2024 14:28	27 minutes 10 seconds
29/01/2024 12:54	29/01/2024 12:37	16 minutes 24 seconds
20/01/2024 12:04	Total	1 hour, 13 minutes, and 12 seconds.
	Average Time	14 minutes, 38 seconds
Kevin		
Start Time	End Time	Time
23/02/2024 15:44	23/02/2024 15:29	14 minutes 10 seconds
08/02/2024 16:23	08/02/2024 16:22	35 seconds
07/02/2024 16:28	07/02/2024 12:30	3 hours 57 minutes 42 seconds
01/02/2024 15:59	01/02/2024 12:10	3 hours 49 minutes 14 seconds
30/01/2024 21:16	30/01/2024 20:36	40 minutes 32 seconds
29/01/2024 17:25	29/01/2024 17:22	3 minutes 2 seconds
	Total	8 hours 45 seconds
	Average Time	1 hour, 27 minutes, 32 seconds
Jamie		
Start Time	End Time	Time
1/02/24, 09:42:22	1/02/24, 17:25:01	7 hours, 42 minutes, and 39 seconds
31/01/24, 11:02:17	31/01/24, 16:59:18	5 hours, 57 minutes, and 1 second
30/01/24, 14:20:27	30/01/24, 14:27:09	6 minutes 42 seconds
29/01/24, 13:23:37	29/01/24, 16:25:43	3 hours 2 minutes and 6 seconds
	Total	16 hours, 48 minutes, and 28 seconds
	Average Time	4 hours, 12 minutes, and 7 seconds.
	Overell Averege Time	E hours 39 minutes E1 secondo
	Overall Average Time	5 hours, 28 minutes, 51 seconds.

# Objectives



Finalise tweaks to Breakaway Course.



Timeline for getting these tweaks live.



Select 2+ events to use for live testing.



Agree timeline for contacting clients/learners.



Agree content/delivery/timescale of instance surveys & other methods of feedback including Teams meetings.